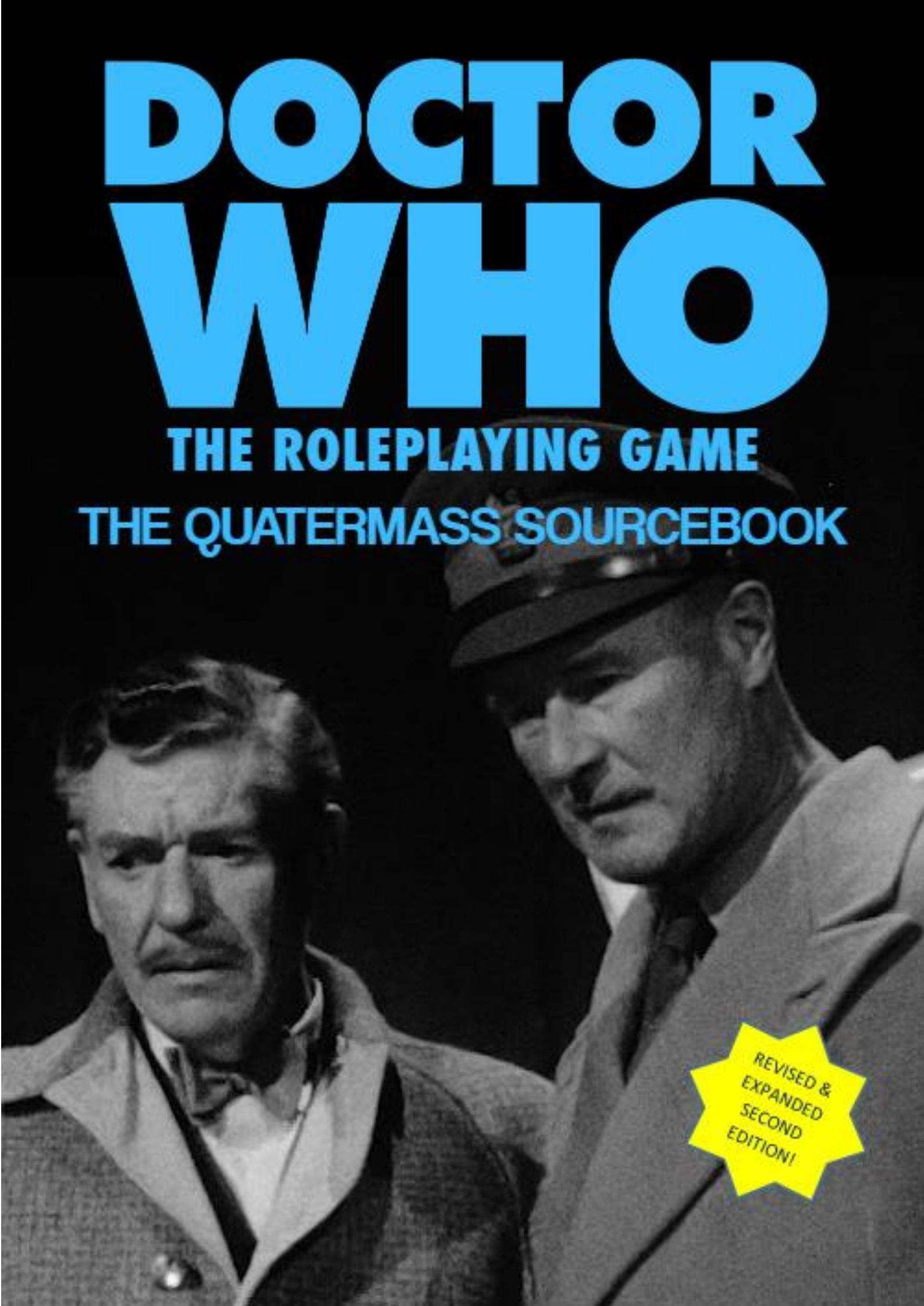
DOCTOR WHO

THE ROLEPLAYING GAME

THE QUATERMASS SOURCEBOOK



REVISED & EXPANDED SECOND EDITION!

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Behind the scenes: director Rudolph Cartier (right) with (clockwise from top left) Peter Bathurst, Duncan Lamont & Christopher Rhodes, who played the three doomed astronauts in The Quatermass Experiment

THE QUATERMASS SOURCEBOOK

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INTRODUCTIONS

Abridged Introduction to First Edition:
Professor Bernard Quatermass was created by writer Nigel Kneale and first appeared in *The Quatermass Experiment*, a TV serial broadcast by the BBC in 1953. Its success was immediate, and Kneale's position as a significant television scriptwriter and author of speculative fiction was secured. *Quatermass II* followed in 1955 and *Quatermass and the Pit* in 1958/59, and portrayed the eponymous Professor's struggles against alien threats and home-grown bureaucracy. In each of the serials, Quatermass is portrayed by a different actor because the previous actor had either passed away or was unavailable. So the baton passed from Reginald Tate to John Robinson to André Morell. Although they were physically different, their performances were consistently of a flawed but sensitive and introspective scientist becoming progressively more disillusioned as his projects fail to fulfil their promise and the human cost mounts. Collectively, this trilogy of tales paved the way for future science fiction shows on British television, not least *Doctor Who*.

Twenty years later, in 1979, Kneale revived the character for a final TV outing in a serial simply titled *Quatermass* (though renamed *Quatermass IV* or *The Quatermass Conclusion* for the international market), this time broadcast on ITV. John Mills took over the title role, portraying the much older Quatermass as a less confident man shocked at the collapse of society around him. Kneale himself wasn't entirely happy with how this fourth outing turned out nor with Mills' interpretation of the character. But despite its shortcomings, it remains an effective ending to the Quatermass story cycle. A prequel, *Quatermass in the Third Reich*, was conceived by Kneale in the 1990s but wasn't produced.

The information herein is intended to allow GMs to run adventures in the world of Professor Bernard Quatermass, with its emphasis on darker, more cerebral stories than are the norm with the *DWRPG*. With the mention of Bernard and his Rocket Group in *Remembrance of the Daleks*, it may be that Professor Quatermass can be used as a guest character, or he might be the central figure in a campaign all of his own.

Introduction to Second Edition:
I wrote the first edition of *The Quatermass Sourcebook* as a test, dipping my toes into the waters of producing a *DWRPG* sourcebook for another franchise. It turned out to be a short volume compared to my subsequent efforts, so I was keen to go back and expand the book. For this second edition, I've expanded the chapters on each of the four TV series and added appendices to cover the Hammer Films adaptations, the radio serial *The Quatermass Memoirs*, the 2005 live TV broadcast and even the non-Quatermass film *X the Unknown*. In addition, I've included a page of BBC publicity cards depicting a handful of scenes from the missing episodes of *The Quatermass Experiment*, and finally I've added a short appendix with a few adventure seeds for Professor Quatermass. The second edition is still a shorter sourcebook than the others, but that's largely because there are really only four main stories in the Quatermass canon. Nevertheless, I hope you find it interesting and perhaps of use in your games.

PROFESSOR BERNARD QUATERMASS

Professor Bernard Quatermass is a rocket scientist, although it seems he started his career as a surveyor. He first became involved in rocketry experiments in the 1930s when he worked with German scientist Wernher von Braun. During the Second World War, he worked on top secret projects for the British war effort but afterwards refused to discuss them.

For most of the 1950s, Quatermass was head of the British Experimental Rocket Group (BERG), later shortened to the British Rocket Group (BRG), which launched the first manned rocket into space in 1953. Unfortunately, it brought something utterly alien back to Earth, costing the lives of the three astronauts and many others.

After this, the Rocket Group worked on the *Quatermass II* rocket and had a remit to design and build a permanent base on the moon. This ended almost before it had begun with the explosion of one of the rockets on the launch pad in Australia, with a large loss of life.

By 1959, Quatermass was being sidelined from the Rocket Group, which was placed under the command of the military. Its new objective was to establish a missile base on the Moon. Sometime after this, Quatermass retired from scientific research and went into seclusion in the Scottish Highlands.

Quatermass was married, but his wife died before their twenty-fifth wedding anniversary. He had a daughter, Paula, who also worked at the Rocket Group. During his retirement, he became guardian of his granddaughter, Hettie Carlson, after her parents were killed in a road accident in Germany.

Professor Quatermass can be irascible, but he has his reasons. The early death of his wife. The setbacks and failures of his work. The use of his research for military purposes. The loss of his daughter and her partner. Beneath his sometimes brusque exterior lies a keen and philosophical mind intent on uncovering the mysteries of the universe and pushing back the boundaries of human knowledge.

PROFESSOR BERNARD QUATERMASS

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**5**	**STRENGTH**	**3**

SKILLS
Convince 3, Knowledge 3, Medicine 1, Science 5 (AoE: Physics), Subterfuge 2, Survival 1, Technology 5 (AoE: Rocket Engineering), Transport 3

TRAITS
Argumentative
Brave
Experienced x2
Indomitable
Insatiable Curiosity
Technically Adept

TECH LEVEL: 4
STORY POINTS: 6

"I never had a career. Only work."

These stats represent Professor Quatermass as he appears in the original three BBC serials set in the 1950s. By the time of the fourth serial, broadcast on ITV in 1979, he is more than twenty years older and his character has changed significantly. Separate stats for this older version of Quatermass can be found on page 33, in the chapter on the final Quatermass serial.

DESIGNING ADVENTURES IN THE STYLE OF QUATERMASS

THEMES AND INFLUENCES

COLD WAR PARANOIA

Quatermass is a product of the Cold War that followed the end of the Second World War, complete with the era's fear of the atomic bomb. Science can be a force for good, but it can be twisted to serve evil in the wrong hands. Even the Rocket Group eventually becomes a tool of the military, something that Professor Quatermass detests.

MAN'S PROPENSITY FOR VIOLENCE AND HATRED

Mankind has an inbuilt propensity for war, hatred and cruelty. This is most starkly demonstrated in *Quatermass and the Pit* and *Quatermass*, in which it becomes clear that this is due to alien influences. Violence is part of human nature whether we like it or not, either genetically imprinted into us or psychically imposed on us.

SOCIETAL COLLAPSE

Civilisation is a thin veneer. Society can easily revert to barbarism given the right – or wrong – circumstances. Revival of the Martian inheritance led to widespread rioting and an attempt to cleanse the population of the impure. But even without that, society is on a downwards course, with the imminent collapse of law and order in the not too distant future. Human nature tends towards chaos.

A NIHILISTIC UNIVERSE

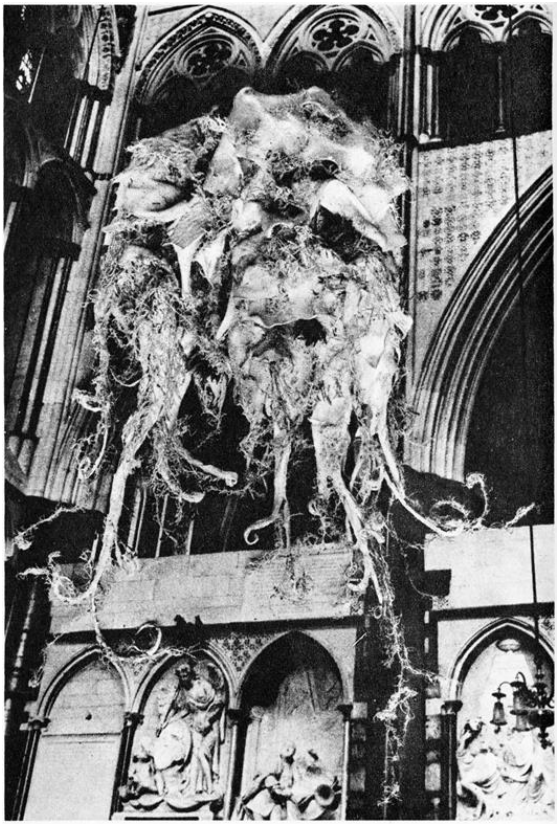
Nigel Kneale's view of the universe and man's place in it was similar to that of H.P. Lovecraft. Mankind is an insignificant species on a speck of a planet. There are no benevolent aliens out there to protect us from aggressors or save us from ourselves. The best we can expect from extraterrestrial life is indifference, while the worst is absolute hostility. For some, mankind is just a food source.

BUREAUCRACY

Setting aside the alien aspects of the stories, Professor Quatermass also has to contend with the bureaucracy of government and officialdom, including the military. He is not a member of the Establishment, but an outsider looking in, and lacks the political skills needed to navigate the corridors of power. Eventually, this even costs him the Rocket Group itself.

DISILLUSIONMENT

Perhaps as a result of his lack of political connections, Quatermass's career is on a downward trajectory throughout the 1950s. The tragic consequences of the first manned flight and the disastrous outcome of the project to set up a permanent base on the Moon mean that Quatermass's influence is on the wane, and by the end of the decade, the Rocket Group is handed over to the military.



THREATS AND ADVENTURES

EXISTENTIAL THREATS

The alien menaces that Quatermass has to face threaten mankind's very existence. If he were to fail, humanity would be wiped out – or at the very least, changed beyond all recognition. For an adventure in the style of the Quatermass stories, the menace should be similarly apocalyptic. There are no "minor" threats in this dark universe.

ANCIENT EVIL

Some of the things that are ranged against mankind have been around of a very long time. Some go back millions of years, others merely thousands. Over such timescales, mankind is insignificant, and even the Ancient Evil itself may not have survived to the present day. Perhaps it is dormant and can be awoken. Or perhaps it is long dead. But even if so, its influence is still felt, its technology is still operational – and highly dangerous.

THE UNKNOWN

The nature of many of the extraterrestrial entities encountered by Professor Quatermass remains largely unknown. He has no Time Lord knowledge or TARDIS data bank to call on and explain what he faces. Although he is a scientist, with a scientist's zeal to push back the boundaries of ignorance, there is much that he can only speculate about. Where did that entity come from? What are its strengths and weaknesses? Why is it here? Most are so alien that it is impossible to communicate with them, let alone comprehend them. Under their gaze, mankind is a race of insects.

SCIENCE VS SUPERSTITION

It may be a nihilistic universe, but it's also a rational one. Something that may appear to be supernatural will inevitably have a scientific explanation underpinning it. It's just that we may not be capable of understanding it. Superstition and the paranormal are good starting places for designing a Quatermass adventure. Just be prepared to have explanations ready (even if they're technobabble).

UPDATING QUATERMASS

Although Quatermass is essentially a product of the 1950s, more modern influences could be used to generate new adventures. What present-day events and concepts might have inspired Nigel Kneale?

CLIMATE CHANGE

Probably the single greatest existential threat we face, climate change would be an obvious inspiration for a Quatermass adventure. Rather than make the underlying cause an alien one, which would be denying mankind's responsibility, why not have something taking advantage of it instead?

ENVIRONMENTAL DESTRUCTION

From species extinction and habitat destruction to plastic pollution. Similar to climate change, this is a man-made disaster, but is something encouraging it? Maybe something has evolved to feed on micro-plastics. See *The Plastic Eaters*, a 1970 episode of the BBC series *Doomwatch*, for how this idea might play out. Indeed, many storylines from *Doomwatch* could be repurposed for Quatermass, dealing as it did with environmental and technological disasters.

ARTIFICIAL INTELLIGENCE

AI has finally arrived, but will it turn out to be a force for good? What code of morality can be imposed on a machine mind? What constraints are needed to keep it in check? AI provides an opportunity for an adventure with no extraterrestrial element to it, but still being in the realms of speculative fiction.

THE INTERNET

The internet has dominated our lives for decades now, and social media has become all-pervasive. But as well as the benefits they provide, there are downsides. Rather than the bureaucracy and red tape of the 1950s, Quatermass would have to contend with the spread of extreme views and the dissemination of misinformation.

THE QUATERMASS EXPERIMENT

"An experiment is an operation designed to discover some unknown truth. It is also a risk."

SYNOPSIS

BERG Control Centre and London, 1953

Professor Bernard Quatermass and his colleagues of the British Experimental Rocket Group monitor the return to Earth of a manned rocket that had been thought lost. The rocket crashes in Wimbledon, but when it's opened, only one of the three crewmen are found to be inside. The survivor, Victor Carroon, is too ill to explain what has happened to the others. Their spacesuits are found in the ship, and the instruments show that the door wasn't opened in flight.

Carroon is cared for by the Rocket Group's doctor, Briscoe, who has been having an affair with Carroon's wife, Judith. Judith and Briscoe discovers that Carroon has taken on the missing astronauts' memories, and Quatermass begins to realise that some alien force somehow entered the rocket during its voyage and affected the crew. But Quatermass's embittered assistant John Paterson, who had himself hoped to be selected for the mission, rejects this as scientifically irrational. Meanwhile, both Inspector Lomax of Scotland Yard and Fleet Street reporter James Fullalove are keen to get to the bottom of the mystery of the missing astronauts.

Russian agents kidnap Carroon, but he kills one of the men, then causes the getaway car to crash, killing another before escaping. It becomes clear that Carroon has absorbed the organic material and consciousnesses of the other astronauts and is mutating into a part-animal, part-plant creature capable of absorbing life itself from its victims. Quatermass realises that if the organism reaches a mature stage of mutation and produces spores, all life on Earth is at risk.

A state of emergency is declared across

London, and Carroon is hunted by Lomax's officers. He kills humans, animals and plant-life alike to fuel his mutation, before taking refuge in Westminster Abbey where a live TV broadcast is about to take place. Paterson is killed by the now-monstrous "thing". Quatermass appeals to what remains of the three astronauts' humanity within it, and they turn against the alien organism causing it to wither and die before it can spore.

LINKS WITH DOCTOR WHO

The Ambassadors of Death also features a mystery involving vanishing British astronauts.

The Seeds of Doom owes a clear debt to *The Quatermass Experiment*, and the alien organism of the latter story could easily be swapped out with a Krynoid, or vice versa.

The climax of *The Lazarus Experiment* is a deliberate homage to this story's ending.

RUNNING THE ADVENTURE

This story in a game of three parts. It starts off as a locked-room mystery, with Quatermass and his colleagues trying to work out what has happened to the missing astronauts aboard a sealed space ship. Before that's resolved, a second mystery emerges: what is happening to Carroon's body? Finally, the story becomes that of a monster movie, though one with an emotional heart. The fate of Victor Carroon is tragic, as is what has happened to his colleagues and everyone else he absorbs. The GM should try to ensure that this emotional impact is evident to the players. After all, the monster they face was once human. Is there any chance they can save him? Or is he doomed? To keep the feel of the original story, the players should be encouraged to seek a non-violent end to proceedings.

An interesting note from viewing the only two surviving episodes is that Professor Quatermass starts off as a much more reserved character than he later becomes. This seems to be a deliberate choice of Nigel Kneale, making Quatermass a less confident person by having him take a back seat to some of the secondary characters in order to preserve the mystery of what has happened. The scripts for the later, missing episodes show that Quatermass begins

to take a more central role as the story progresses. Having a player develop Quatermass's personality over several game sessions as he becomes more certain of what is happening would be interesting prospect.

For modern audiences, and players, the set-up around the rocket crash site is more than a little implausible and would benefit from being adjusted for a game. The rocket has crashed on a populated area of London, half-demolishing several houses, and yet the authorities don't seem to attempt any evacuation in case of an explosion. Householders and inquisitive spectators are allowed to mill around within yards of what is presumably still a very hot rocket, and the hull temperature surely cannot have dropped much by the time the hatchway opens a little later.

The Quatermass Experiment is usually described as science fiction or horror or a thriller, or a combination of all of these. But the first episode also includes elements of comedy, with a comic policeman and the old lady whose house has been demolished being particularly notable in providing light relief for the audience. The journalist James Fullalove is also given to making witty comments and asides throughout the serial. The GM should judge whether their players would appreciate the inclusion of such humour or not, but it was the intent of Nigel Knealse to add light relief to the mix in order to appeal to as wide an audience as possible.

One thing that is sometimes forgotten is that the creature that Victor Carroon transforms into isn't the same as the entity the rocket crew encountered in space. It's the cause of the mutation, but it's invisible to our eyes and able to pass through solid steel, like a cosmic ray but alive and terribly cold. It's capable of changing and remaking other living things, and has an intelligence *different* to ours. If a GM wishes to run this story as an adventure from the very beginning, perhaps with the events on board the rocket as a prologue, it's this invisible entity that is first encountered.

VICTOR CARROON

AWARENESS	**2**	**PRESENCE**	**2**
COORDINATION	**2**	**RESOLVE**	**2**
INGENUITY	**3**	**STRENGTH**	**5**

SKILLS
Athletics 1, Fighting 2, Knowledge 2, Science 3, Survival 3, Technology 2, Transport 3

TRAITS
Absorption (Special) – Carroon can absorb Skills (if higher than his own) and any physical Traits from his victims; the process kills them but requires a successful Fighting attack roll
Alien
Alien Appearance – As he mutates, Carroon gains this at Minor level, then Major level until he's fully transformed into the Creature
Eccentric (Major) – Carroon's mind is fractured, his memories mingled with those of the two missing astronauts making him largely incoherent
Tough

TECH LEVEL: 4
STORY POINTS: 6

FURTHER ADVENTURES

- The clear-up of Westminster Abbey is presumably handled by the army. They

DR GORDON BRISCOE

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Convince 2, Medicine 4, Science 3, Subterfuge 1, Technology 2, Transport 2

TRAITS
Charming
Dark Secret (Minor) – Affair with Judith Carroon
Devotion – Judith Carroon
Empathic
Healer

TECH LEVEL: 4
STORY POINTS: 6

JUDITH CARROON

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**2**

SKILLS
Athletics 2, Convince 2, Craft 1, Science 2, Subterfuge 2, Technology 3

TRAITS
Dark Secret (Minor) – Affair with Dr Briscoe
Devotion – Dr Briscoe
Empathic

TECH LEVEL: 4
STORY POINTS: 4

would be very interested to examine the remains of the creature. Could they use samples of its organic matter to create a living weapon?

- Quatermass's rocket travelled much further than it was supposed to. What else is out there? Could something else have tracked it back to Earth? Something even more deadly?
- The rocket was launched from the BERG's site in Tarooma, Australia. What if the launch disturbed something long hidden beneath the sands of this remote place?

MAIN GUEST CAST/NPCs

- **Victor Carroon:** Seemingly the only astronaut to have returned. Disoriented and confused by what has happened and by his ongoing transformation. Losing control to the entity inside him, he also contains the consciousnesses of fellow astronauts Greene and Reichenheim.
- **Judith Carroon:** Wife of Victor. She's part of the mission control team and has been secretly having an affair with Dr Briscoe. Torn between her love for both men.
- **Dr Gordon Briscoe:** The project's medical officer. A decent man, but secretly having an affair with Judith Carroon.

DETECTIVE INSPECTOR LOMAX

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 4, Fighting 2, Marksman 2, Subterfuge 3, Survival 1, Technology 1, Transport 3

TRAITS
Authority (Minor)
Obligation (Major) – Uphold the law
Voice of Authority

TECH LEVEL: 4
STORY POINTS: 4

JOHN PATERSON

AWARENESS	**3**	**PRESENCE**	**2**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 1, Knowledge 2, Science 3, Technology 3, Transport 3

TRAITS
Brave
Emotional Complication (Major) – Envy and resentment at not being selected
Technically Adept

TECH LEVEL: 4
STORY POINTS: 6

- **John Paterson:** Quatermass's assistant. Bitter at being assigned to mission control rather than as one of the astronauts. Quiet, painstaking, fanatical for the success of the project.
- **Detective Inspector Lomax:** Scotland Yard detective trying to work out if any crime has been committed. Diligent, conscientious and open-minded to Quatermass's theories.
- **James Fullalove:** Fleet Street reporter determined to get his story. Always has a quip handy. Fullalove returns in *Quatermass and the Pit*; see that chapter for his stats (page 28).

THE THING

AWARENESS	**2**	**PRESENCE**	**2**
COORDINATION	**2**	**RESOLVE**	**2**
INGENUITY	**2**	**STRENGTH**	**10**

SKILLS
Fighting 3, Knowledge 2, Science 3, Survival 5, Technology 2

TRAITS
Absorption (Special) – The creature can absorb Skills (if higher than its own) and any physical Traits from its victims (as Victor Carroon's trait - see page 12)
Alien
Alien Appearance (Major)
Climbing (Major)
Environmental (Minor) – Can survive in deep space and other environments
Fear Factor 2
Immunity – Bullets and other small-scale damage
Replication (Special) – Once it reaches maturity, the creature can produce thousands of spores, each capable of feeding and growing to adulthood
Size: Huge (Major)

TECH LEVEL: 4 **STORY POINTS:** 6

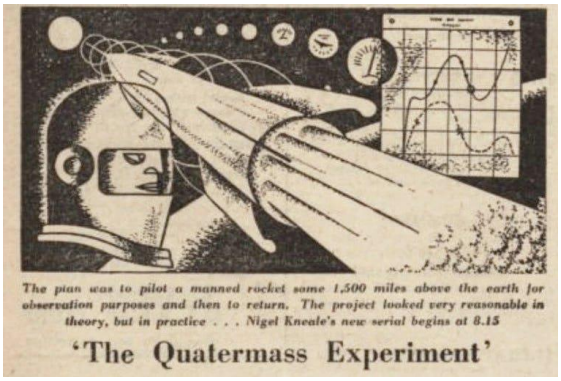
THE INVISIBLE ENTITY

AWARENESS	**6**	**PRESENCE**	**6**
COORDINATION	**5**	**RESOLVE**	**6**
INGENUITY	**3**	**STRENGTH**	**N/A**

SKILLS
Subterfuge 6

TRAITS
Alien
Environmental (Major)
Immaterial
Invisible (Special Bad)
Possess – Requires a contest of Presence + Resolve
Special – Absorb & Transform: Once the entity has possessed a primary host, it can absorb any other organic matter into itself, retaining the memories of all those absorbed (see the Thing's traits for this)

TECH LEVEL: N/A
STORY POINTS: 8



The plan was to pilot a manned rocket some 1,500 miles above the earth for observation purposes and then to return. The project looked very reasonable in theory, but in practice . . . Nigel Kneale's new serial begins at 8.15

'The Quatermass Experiment'

BBC PUBLICITY CARDS

Although episodes 3-6 of *The Quatermass Experiment* were never recorded, the BBC produced a number of publicity cards featuring photos from the story. These were presumably posed for this purpose rather than having been taken during the live broadcast. A handful featuring scenes from the missing episodes are included here for interest.

Briscoe examines the substance Paterson has found in the rocket

Carroon is drawn to Miss Wilde's cactus

Judith and Briscoe question Carroon

Carroon kills one of his kidnappers

Carroon in the kidnappers' car

A couple spot the mutating Carroon in a London park

QUATERMASS II

"There's something on your face!"

SYNOPSIS

London, Winnerden Flats, BRG Control Centre and an unnamed asteroid, 1955

The British Rocket Group project to establish a moon base ends in failure when one of its *Quatermass II* rockets explodes on the launch pad, killing hundreds of personnel. Quatermass is asked by his daughter's fiancé, Captain Johnny Dillon of the British army, to help investigate a spate of small meteorites that have been landing in rural England, a fact being covered up by the authorities. The pair discover that the village of Winnerden Flats, located near to where the meteorites have been coming down, has been levelled, replaced by a new town of prefabricated buildings. Nearby is an industrial complex identical to the Rocket Group's planned moon base and patrolled by armed guards.

Dillon is overcome by a gas from one of the meteorites and is dragged away by the guards from the complex, who all have a distinctive mark on their faces. Quatermass is told that the facility is a top secret project to make synthetic food, and that there are similar plants in Brazil and Siberia. Many of those with authority over the project have the same facial mark as the guards. Back at the Rocket Group, Quatermass's colleague Leo Pugh and daughter Paula have detected an asteroid in Earth orbit, from which the meteorites are periodically launched.

Quatermass joins a tour of the plant and finds that, rather than oxygen as in the Rocket's Group's plans, the pressure domes are being supplied with ammonia, hydrogen, nitrogen and methane, and that a black slime being produced here is poisonous to all life on Earth. He deduces that the domes are inhabited by a life form from one of the moons of Saturn, which has come to Earth within the meteorites from the asteroid and is taking over human minds. Their control has already reached the

highest levels of government and is distinguished by the facial mark.

Quatermass heads back to the plant with famous journalist Hugh Conrad and sees what's inside one of the domes: an enormous, amorphous ammonid creature, the physical form of a collective entity created from all those recovered from the meteorites. He stirs up a revolt by the facility's construction workers who aren't under alien control, and the entire plant is blown up, killing the ammonids at Winnerden Flats.

Despite a squad of soldiers led by Captain Dillon being sent to stop them, Quatermass and Leo Pugh fly the remaining *Quatermass II* rocket to the asteroid. But Leo has been possessed by the aliens and tries to kill his former friend, only to be left drifting helplessly away into space.

Quatermass jettisons the rocket's nuclear engine, destroying the asteroid and freeing everyone on Earth from the aliens' control, before returning home.

LINKS WITH DOCTOR WHO

The Robomen in *The Dalek Invasion of Earth* are similar to the alien-controlled guards at Winnerden Flats. (Incidentally, a sequence involving Robomen is the only part of *Doctor Who* that Nigel Kneale admitted to liking.)

The Invasion also features a secretive industrial facility with its own armed security force.

The concept of a shower of meteorites carrying alien intelligences is used in *Spearhead from Space*.

The Invisible Enemy features creatures hatching inside pressure domes on Titan which

are reminiscent of what Quatermass sees in the domes at Winnerden Flats.

RUNNING THE ADVENTURE

Like *The Body Snatchers* (the novel on which *Invasion of the Body Snatchers* was based, first published only a year earlier than the broadcast of *Quatermass II*), this story plays on the Cold War paranoia of the era. Apart from the meteorites, it's not initially clear that there is any extraterrestrial element. The industrial facility might just be a top secret government project or be part of a plot by foreign powers. The paranoia increases when it becomes apparent that the elusive enemy is capable of controlling humans. Although those who have been taken over can be identified by the scar-like mark on their faces, the GM could introduce characters who may have disguised this. Can the players be certain who they can trust and who not? As the conspiracy reaches to the very top of government, the enemy might also be using unwitting humans who are merely following orders.

As with *The Quatermass Experiment*, *Quatermass II* has its moments of horror. Characters falling under the control of the aliens is unnerving enough, but the sequence in which a man dies after falling into the aliens' corrosive food is particularly memorable. The aliens' use of pulped human bodies to block the pipeline at the Winnerden Flats facility is also horrific even though it's not directly shown, and the blank gaze of a child who has fallen under the aliens' control is chilling.

LEO PUGH

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**2**	**RESOLVE**	**3**
INGENUITY	**5**	**STRENGTH**	**3**

SKILLS
Convince 3, Knowledge 2, Science 4 (AoE: Mathematics), Technology 3, Transport 3

TRAITS
Distinctive
Mental Calculator
Technically Adept

TECH LEVEL: 4
STORY POINTS: 6

Quatermass peering throughout the viewing window to see the vague but moving and undeniably alien shapes within is another shocking moment, acting to confirm the Professor's suspicions. The GM should try to include scenes such as this to ramp up the tension and provide moments of fear.

As well as horror, a pervasive air of paranoia should be built up by the GM. Formerly sympathetic or friendly characters become cold or even hostile as they are taken over. Posters in the new town that has replaced Winnerden Flats demand secrecy from the locals in the style of the "Loose Lips Sink Ships"

PAULA QUATERMASS

AWARENESS	**4**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**2**

SKILLS
Athletics 2, Convince 1, Knowledge 1, Science 3, Subterfuge 2, Technology 3, Transport 2

TRAITS
Attractive
Charming
Devotion – Captain Dillon
Technically Adept

TECH LEVEL: 4
STORY POINTS: 4

HUGH CONRAD

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Convince 4, Craft (Journalism) 4, Knowledge 3, Subterfuge 3, Technology 1, Transport 1

TRAITS
Brave
Charming
Fame (Minor)
Insatiable Curiosity

TECH LEVEL: 4
STORY POINTS: 4

publicity of a decade earlier, and strangers won't be made welcome. The journalist Hugh Conrad discovers that his newspapers' files on UFO sightings have all been removed, evidence of a widespread conspiracy. The paranoia can be ramped up further when the players realise just how far the alien influence has already spread, with people in senior positions in both the government and army having already succumbed to the aliens' control. With the possibility of help from the authorities effectively closed off, it seems there is nobody that the player characters can turn to or trust. Government figures may be obstructive at first. But if the players cause too much trouble, they may become fugitives or even victims.

One thing the GM should bear in mind is that the alien threat is global. Quatermass learns of industrial plants similar to the one at Winnerden Flats having been constructed in Brazil and Siberia, and there may be others elsewhere. The GM could therefore easily transfer the action to another part of the world or develop the story into a globetrotting campaign.

Probably the weakest part of the story is the

journey Quatermass and Leo Pugh make to the asteroid in the surviving *Quatermass II* rocket. It stretches credibility that two middle-aged men without pilots' training would be able to launch and fly the craft successfully, even if one of them were its designer and the other a mathematical genius. The limited 1950s' special effects are unable to provide realistic scenery for the surface of the asteroid, which doesn't help matters. An alternative solution to the problem of the asteroid would probably work better in a game situation, such as the resolution provided in the film adaptation (see Appendix A). The one redeeming feature of the TV version of this sequence is the sacrifice that Quatermass makes to defeat the aliens, leaving his old friend Leo to face a cold, lonely death as he spins away into space. The emotional impact of this has the potential for some excellent roleplaying.

RESISTING THE METEORITE GAS

Any character exposed to the gas from a meteorite must make a Resolve + Strength roll at Difficulty 15. A Success means that they have only breathed in a little of the gas. They haven't fallen under the aliens' control but cannot act for 1D6 Rounds while they recover. A Good or Fantastic result means they are totally unaffected. Any level of Failure means they gain Distinctive, Enslaved and Networked (Major), but a simple (No, But…) Failure gives them a few Rounds before they fall entirely under alien control.

CAPTAIN JOHNNY DILLON

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**3**	**STRENGTH**	**4**

SKILLS
Athletics 3, Convince 2, Fighting 3, Marksman 3, Subterfuge 2, Survival 3, Technology 1, Transport 2

TRAITS
Brave
Devotion – Paula Quatermass
Military Rank (Major x2)
Gains **Distinctive, Enslaved** and **Networked** after being taken over by the aliens

TECH LEVEL: 4 **STORY POINTS:** 4

FURTHER ADVENTURES

Although the Winnerden Flats facility is destroyed, those in Brazil and Siberia are presumably still intact. Is it possible that the ammonids there have survived? Could they attempt to reassert control and continue their plans?

- Why Winnerden Flats? Was it selected purely at random, as that's where the first meteorites came down? Or was there something already present there

AMMONID CREATURE

AWARENESS	**2**	**PRESENCE**	**8**
COORDINATION	**2**	**RESOLVE**	**5**
INGENUITY	**6**	**STRENGTH**	**14**

SKILLS
Convince 3, Fighting 3, Science 5, Survival 4, Technology 5

TRAITS
Alien
Alien Appearance
Dependency (Major) – Will quickly die without an ammonia-rich atmosphere
Fear Factor 3
Environmental (Minor) – Extremes of cold and pressure
Immunity – Bullets and small-scale injuries
Fast Healing (Special)
Networked (Major)
Size: Colossal

TECH LEVEL: 5
STORY POINTS: 10

that the aliens needed? A previous attempt at colonisation perhaps, from centuries before. Could it still pose a threat?

- The ammonids are presumably still present on the moon of Saturn that they came from. Another invasion attempt is always a possibility…

WINNERDEN FLATS GUARDS

AWARENESS	**2**	**PRESENCE**	**2**
COORDINATION	**3**	**RESOLVE**	**2**
INGENUITY	**2**	**STRENGTH**	**4**

SKILLS
Fighting 2, Marksman 3, Transport 2

TRAITS
Distinctive, Enslaved, Networked, Tough

EQUIPMENT
Rifle: 7(3/7/10) damage

TECH LEVEL: 4 **STORY POINTS:** 1-2

MAIN GUEST CAST/NPCs

- **Leo Pugh:** Welshman Leo is an old friend of Quatermass, as well as his colleague. A mathematical genius who could do complex mental arithmetic as a child, and now uses this in his work.
- **Paula Quatermass:** Quatermass's daughter. Like him, she has become a scientist. At the beginning of the story, she is dating Johnny Dillon.
- **Captain Johnny Dillon:** British army captain whose involvement with training in the use of radar makes him aware of the recent incidence of meteorites. Dating Paula at the start of the story, but is quickly taken over by the aliens.
- **Hugh Conrad:** Journalist who wants to help Quatermass get to the truth about Winnerden Flats. Brave and charming. Strong-willed enough to resist the alien influence for several crucial seconds before he succumbs.

QUATERMASS AND THE PIT

"Every war crisis, witch hunt, race riot and purge is a reminder and a warning. We are the Martians. If we cannot control the inheritance within us, this will be their second dead planet"

SYNOPSIS

London, 1959

The British Rocket Group is placed under military control, with Quatermass himself being side-lined by Colonel Breen as the Group's new leader. Palaeontologist Dr Matthew Roney asks for Quatermass's help in investigating hominid remains unearthed by construction workers at Hobb's Lane in Knightsbridge and a missile-like capsule uncovered beneath them. Breen is also intrigued but believes the capsule to be an unexploded German bomb from the War and calls in Captain Potter of army bomb disposal.

Quatermass discovers that Hobb's Lane has been subject to reports of poltergeists and other strange phenomena for centuries.

Roney dates the finds to around five million years ago. The capsule is found to be empty, and attempts to drill through an interior wall result in strange vibrations that cause psychological distress and physical disruption like poltergeist activity. Nevertheless, the interior wall disintegrates of its own accord, and the corpses of three-legged alien insects are discovered inside. Quatermass and Roney theorise that the creatures came from Mars.

Sladden, a drill operator working alone in the capsule, triggers another series of the strange vibrations and seems to become possessed by one of the creatures, running through the streets as if pursued by the Wild Hunt. Roney's assistant, Barbara Judd, agrees to subject herself to an optic-encephalogram, a device built by Roney to record impressions from the optical centres of the brain. The machine shows visions of the Martians' long-dead civilisation, including periodic violent purges of any mutations among their population.

Quatermass deduces that, five million years ago, Earth was visited by the Martians, who took examples of primitive hominids back with them for experimentation. Mars was becoming inhospitable and the Martians were heading towards extinction. They intended to genetically alter the hominids to give them some of their own abilities, such as telepathy and telekinesis, but in a body adapted for life on Earth. By doing so, the hominids would become the Martians' successors.

But the Martians died out before their work was complete. The capsule at Hobb's Lane is the remains of a ship that crashed, and the hominids were its cargo.

Colonel Breen dismisses Quatermass's theories as nonsense, instead insisting that the capsule was a Nazi propaganda weapon intended to stir up fear in London. He goes ahead with a press conference at the site.

The capsule is reactivated by the power cables installed for the event, and the dormant psychic consciousness held within the ship's structure awakens. Breen is consumed by the capsule's energies as a vast psychic vision of a

Martian appears over London, like a horned demon. A compulsion to re-enact the Wild Hunt overwhelms the populace, who go on a mad rampage, using telekinetic powers to kill those who lack the Martians' genes.

Quatermass succumbs to the alien influence, but Roney lacks their inheritance and is immune. Remembering the ancient myths that iron is a defence against the Devil, Roney throws a length of chain through the apparition, killing himself and destroying the Martians' ship. Quatermass realises that the Martians' violent urges survive within mankind.

LINKS WITH DOCTOR WHO

The Power of the Daleks also features a long-buried spacecraft whose inhabitants are not as dead as they first appear.

The trope of an ancient alien force that influenced mankind's development and now awakens with catastrophic consequences was most directly repurposed in *The Dæmons*, complete with archaeological dig. *Image of the Fendahl* has a similar basis.

Although Colonel Breen is a far less sympathetic and more adversarial character than Brigadier Lethbridge-Stewart, the UNIT era of *Doctor Who* often repeated the clash between science and military over how to deal with threats.

Nigel Kneale didn't invent the concept of race memory, as theories of "genetic memory" date back to the 19th Century. But in *Quatermass and the Pit*, humans have a race memory of the Martians, and the concept reappears in various *Doctor Who* stories including *Doctor Who and the Silurians*, *The Time Monster, The Ark in Space* and *Frontios*. The appearance of Quatermass's Martians with their horn-like antennae having influenced the traditional Christian image of the horned Devil is directly mirrored in *The Dæmons*, in which the Doctor explains that the horned gods and demons of many myths and religions have been inspired by the race memory of Azal.

DR MATTHEW RONEY

AWARENESS	**4**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**5**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 3, Knowledge 3, Medicine 2, Science 4 (AoE: Palaeontology), Technology 4, Transport 1

TRAITS
Boffin
Brave
Insatiable Curiosity
Technically Adept

TECH LEVEL: 4
STORY POINTS: 8

OPTIC-ENCEPHALOGRAM (Minor Gadget)

This device reads the thoughts of a subject and projects them as visual images onto a television screen. Its use requires both an Ingenuity + Technology roll by the operator and an Awareness + Resolve roll by the subject, with Difficulties starting at 12.

Traits: Scan, Restriction – requires rolls by both operator and subject
Cost: 1 Story Point

The Doctor's IRIS machine in *Planet of the Spiders* is almost identical in concept to Roney's optic-encephalogram, as is the lash-up the Doctor connects to the Wirrn Queen in *The Ark in Space* to view her final memories.

Resurrection of the Daleks also features an army bomb disposal unit called in to investigate a suspected unexploded bomb discovered by construction workers.

RUNNING THE ADVENTURE

For much of its duration, this is a claustrophobic story largely confined to a single, dimly lit set, the eponymous pit. There is a strong supernatural vibe, despite the presence of the crashed ship and Quatermass's scientific explanations. In fact, this story has many of the trappings of an H.P. Lovecraft tale and, as a *DWRPG* adventure, it could be run in a similar manner to a *Call of Cthulhu* scenario. This is even down to Quatermass carrying out research in old books and records and interviewing locals to uncover the history of strange phenomena at Hobb's Lane.

For the story's climax, it becomes much more epic, with the action taking place across London, and perhaps beyond. Kneale made

COLONEL BREEN

AWARENESS	**2**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Convince 4, Fighting 2, Marksman 3, Science 2, Survival 3, Technology 2, Transport 2

TRAITS
Arrogant
By the Book
Military Rank (Special)
Stubborn
Voice of Authority

TECH LEVEL: 4
STORY POINTS: 6

BARBARA JUDD

AWARENESS	**4**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**4**	**STRENGTH**	**2**

SKILLS
Athletics 2, Convince 1, Knowledge 2, Science 3 (AoE: Palaeontology), Subterfuge 2, Technology 2

TRAITS
Attractive
Brave
Insatiable Curiosity
Well Mannered

TECH LEVEL: 4
STORY POINTS: 4

CAPTAIN POTTER

AWARENESS	**5**	**PRESENCE**	**3**
COORDINATION	**4**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Athletics 1, Convince 2, Fighting 2, Marksman 2, Science 1, Subterfuge 3, Survival 1, Technology 4 (AoE: Bomb Disposal), Transport 3

TRAITS
Brave
Military Rank (Major x2)

TECH LEVEL: 4
STORY POINTS: 4

SLADDEN

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Athletics 3, Convince 3, Fighting 1, Subterfuge 3, Technology 2, Transport 2

TRAITS
Charming
Reliable

TECH LEVEL: 4
STORY POINTS: 4

BORAZON DRILL

Sladden used a drill tipped with Borazon (boron nitride), one of the hardest known materials, to try to get into the sealed inner compartment of the Martian capsule. The drill ignores the first 10 points of Armour (or similar) of whatever it's used on and does 1 point of damage per Round. But it still couldn't scratch the material of the capsule!

good use of news reports on pub TV screens to impart information to the viewer about the wider events taking place, and the GM could make use of a similar device, becoming the newsreader in between scenes.

Quatermass and the Pit used then-recent events to give the story a contemporary resonance (for viewers at the time). Race riots in Britain and the brutal suppression of the failed uprising in Hungary fed into the notion that human nature is predisposed to violence. The discovery of unexploded World War Two bombs was still commonplace at the time, as were construction sites for the rebuilding of bombed areas of London and other large cities, both presenting relatable experiences for the viewers. A GM wishing to move this story to a different location or time period should think about providing similarly contemporary events, but ones that the players can relate to.

JAMES FULLALOVE

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**3**	**STRENGTH**	**3**

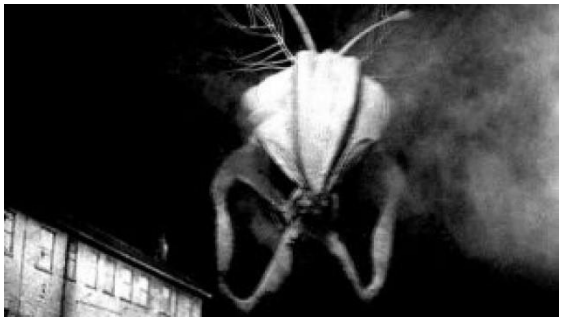
SKILLS
Convince 4, Craft (Journalism) 4, Knowledge 2, Science 1, Subterfuge 2, Technology 1, Transport 2

TRAITS
Charming
Insatiable Curiosity
Single-Minded (Major)

TECH LEVEL: 4
STORY POINTS: 4

The supernatural elements of the story are ultimately underpinned by scientific explanations. The idea that the area of Hobb's Lane is historically linked to paranormal activity is not too far removed from the pseudoscientific theory that traumatic events can be recorded within the environment and replayed in certain circumstances. This theory would also be central to Kneale's 1972 BBC play *The Stone Tape*. In the case of *Quatermass and the Pit* though, it's the continued presence of the Martian capsule and its psychic energy that is the cause, rather than the environment itself.

There are a number of links made between the Martians and the Devil, which should be maintained if only to act as red herrings. The name "Hobb's Lane" is derived from "hob", a spirit or goblin from regional English folklore and stated in the story as being an old name for the Devil himself; marks which seem to be satanic in design are found scrawled on the walls of a derelict house and later inside the capsule; a soldier glimpses an imp-like creature vanish through a wall; and the horned appearance of the Martians themselves, blurrily seen on the screen of Roney's optic-encephalogram, could be taken to be demons.



Of course there is a link, but it's the other way around: our race memory of the Martians gave rise to the traditional image of the horned Devil. The GM should stress the similarities, particularly when the horned image of the Martian psychic force manifests over London.

For the climax, when the psychic force becomes fully active, it would be a mistake to have all the player characters immune to its influence. Kneale has his own hero be one of the masses who possess the Martian heritage and tries to kill Roney, who lacks it. Having only one or two of the player characters immune would be more representative of the wider population, while also providing for greater drama within the group.

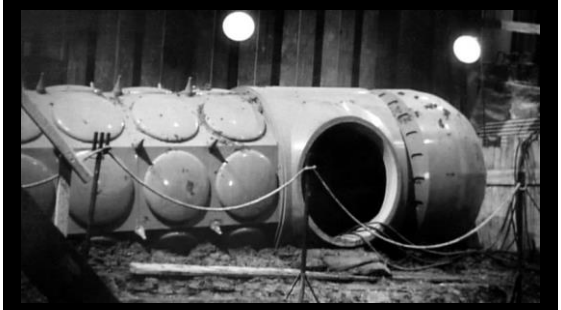
FURTHER ADVENTURES

- Can humanity ever be truly free of the Martian influence? Even though the last remnants of their technology have been destroyed, mankind still has their inheritance. Those with stronger Martian genes could become an elite intent on ruling the masses.
- The British government (and others) would be keen to launch a manned mission to Mars to uncover whatever the Martians left behind. What will be found there? And what will be brought back to Earth?
- The Martians gave mankind powers of telepathy and telekinesis. Hitherto dormant in most people, what if the events at Hobb's Lane have irreversibly woken them? How will society cope with such abilities?

MAIN GUEST CAST/NPCs

- **Dr Matthew Roney:** Canadian palaeontologist working in London. Keen to push back the boundaries of knowledge. Open-minded to Quatermass's theories. Crucially, Roney doesn't possess the Martian inheritance.
- **Barbara Judd:** Roney's assistant; also a palaeontologist. Brave enough to volunteer to be exposed to the Martian psychic influence. Falls in love with Captain Potter.
- **Colonel Breen:** Army officer who is to take over as head of the British Rocket Group. Blinkered and stubborn. Dismisses any notion that the capsule may be extraterrestrial.
- **Captain Potter:** Captain of the bomb disposal team sent to examine the capsule. Brave and level-headed. Falls in love with Barbara Judd.
- **Sladden:** Drilling expert hired to open up the sealed compartment in the capsule. A down to earth workman with plenty of common sense (and insurance).
- **James Fullalove:** Flamboyant Fleet Street reporter (who had previously reported on the events of *The Quatermass Experiment*). Is among the journalists following the discovery of the capsule.

THE CAPSULE



AWARENESS	**5**	**PRESENCE**	**8**
COORDINATION	**-**	**RESOLVE**	**8**
INGENUITY	**4**	**STRENGTH**	**-**

SKILLS
Convince 6 (only for its Psychic abilities)

TRAITS
Armour (20 points)
Dependency (Major) – Requires external power to become active again
Fear Factor 4
Immortal (Major)
Indomitable
Psychic
Robot
Special – The Martian Inheritance (see text box)
Telepathy
Telekinesis
Weakness (Major) – Iron disrupts its psychic force and can destroy it

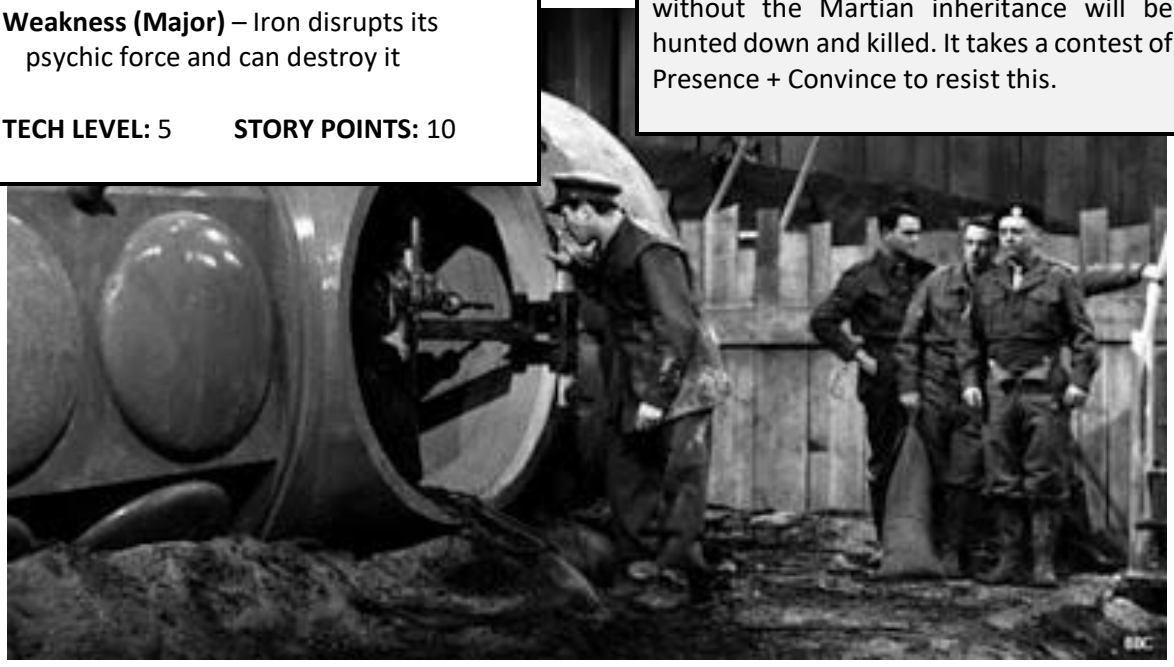
TECH LEVEL: 5 **STORY POINTS:** 10

THE MARTIAN INHERITANCE

By the 20th Century, the majority of the human race possess the genetic changes made by the Martians five million years ago. But there are a significant minority who don't. Any human character with the Psychic trait automatically has the Martian inheritance. Other than that, it is up to the GM to decide who has and who hasn't.

If the capsule can drain a small amount of power from an external source (such as Sladden's drilling attempts), it can exert its influence over those nearby with the inheritance, making them see visions of the Wild Hunt on ancient Mars, the orgy of violence the Martians used to purge their race.

Once the capsule is fully active, the remnants of the psychic force contained within its structure can reach out to control all those with the Martian genes. The area of control is initially a radius of 100 metres, but this doubles every minute thereafter up to a radius in kilometres equal to its Resolve (expanding even more given sufficient power). All those falling under its control gain Psychic, Telepathy and Telekinesis (until the capsule's destruction), and are forced to re-enact the Wild Hunt. All those without the Martian inheritance will be hunted down and killed. It takes a contest of Presence + Convince to resist this.



QUATERMASS

"In the last quarter of the 20th century, the whole world seemed to sicken. Civilised institutions, whether old or new, fell… as if some primal disorder was reasserting itself. And men asked themselves, 'Why should this be?'"

SYNOPSIS

London and South-West England, the 1980s

Professor Quatermass has been living in retirement in Scotland (see Appendix B), but travels down to London to try to find his missing granddaughter, Hettie Carlson. He is horrified by the collapse of society and of law and order that he witnesses. Quatermass uses a guest appearance on a TV broadcast covering a joint US-Soviet Union space mission to show a photo of Hettie to the viewers, but the programme comes to an abrupt end when both countries' spacecraft are destroyed by an unknown force.

Astronomer Joe Kapp invites Quatermass to his home in the country, where he and some friends have a pair of radio telescopes. Kapp's friends detected a powerful signal at the same time as the space mission's destruction.

Quatermass begins to believe that his granddaughter has joined the Planet People, groups of youngsters led by Kickalong, who travel to Neolithic sites in the hope of being transported to another world. With Kapp and his wife Clare, he witnesses a group of Planet People vanish in a brilliant light in Ringstone Round, a nearby megalithic circle, leaving only ash behind. Quatermass and Kapp learn that thousands of young people have disappeared in similar incidents across the world.

With the help of District Commissioner Annie Morgan, Quatermass takes the badly-injured sole survivor of the Ringstone Round incident to London for treatment and tests. Meanwhile, more Planet People arrive at the radio telescope, and Kapp is horrified to see his

home and family destroyed in another shaft of blinding light.

Quatermass theorises that the prehistoric stone circles are markers for alien beacons buried underground. He believes that the Earth is surrounded by a sphere of energy which can focus itself into destructive blasts. Although the Russians and Americans try to contact whatever intellect is behind it, their space shuttle is destroyed. Quatermass believes that it's just a machine intelligence programmed to harvest human protein.

More and more people are joining the Planet People, and tens of thousands of them gather at Wembley Stadium, where Quatermass narrowly survives being consumed in another blast of the alien lightning. So many die that the sky turns sickly green with waste particles.

Quatermass joins a multi-national team assembled to tackle the threat. It is comprised of old people, who seem immune to the lure of the alien beacons. He comes up with a plan to fake the gathering of a million Planet People at Kapp's observatory to attract the alien force, and detonate a nuclear bomb with the force focussed up the alien beam to send a signal to the intelligence and shock it into leaving Earth alone.

Huffity, puffity,
Ringstone Round,
If you lose your hat
It will never be found,
So pull your britches
Right up to your chin,
And fasten your cloak
With a bright new pin,
And when you are ready
Then we can begin,
Huffity, puffity, puff!

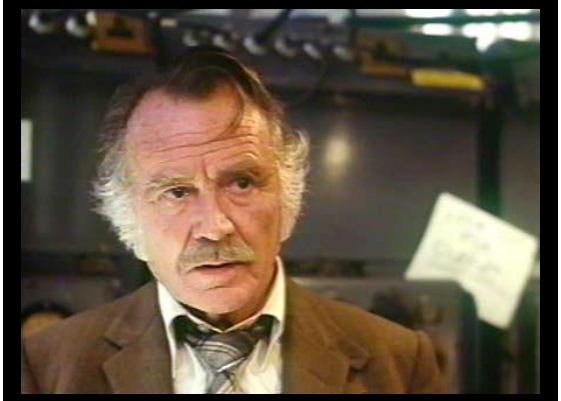
The plan goes awry when Kickalong's group arrives at the observatory, and Kickalong kills Kapp. Quatermass sees his granddaughter among the Planet People but suffers a heart attack. Together they detonate the bomb, sacrificing themselves.

Afterwards, civilisation begins to recover as the alien menace doesn't reappear.

LINKS WITH DOCTOR WHO

Megalithic circles being more than they seem feature in *The Stones of Blood* and *The Pandorica Opens*.

PROFESSOR BERNARD QUATERMASS



AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**2**	**RESOLVE**	**4**
INGENUITY	**5**	**STRENGTH**	**2**

SKILLS
Convince 2, Knowledge 3, Medicine 1, Science 5 (AoE: Physics), Subterfuge 2, Survival 1, Technology 5 (AoE: Rocket Engineering), Transport 2

TRAITS
Argumentative
Brave
Obsession (Major) – Find his missing granddaughter
Stubborn
Technically Adept

TECH LEVEL: 5
STORY POINTS: 12

KAPP'S & ANNIE'S LAND ROVERS

Armour: 5. Hit Capacity: 12. Speed: 6

RUNNING THE ADVENTURE

This story has a different feel to it than those set in the 1950s. Gone are the overtones of Cold War paranoia, replaced by New Age mysticism and social collapse. The black and white visuals of the original trilogy provided a grimness, and the colour of this final story makes a marked difference. Instead of a gentle kind of horror with a philosophical heart, we get more in the way of action. The sequences in London with warring gangs and violent thugs, and later the gun-toting Kickalong, are more physical menaces than Quatermass has been used to. Not that the 1950s serials didn't have any violence, just that it wasn't so centre stage. This adventure is at times more of a thriller than one of suspense and should be

DISTRICT COMMISSIONER ANNIE MORGAN

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**2**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**2**

SKILLS
Convince 3, Knowledge 2, Survival 1, Transport 3

TRAITS
Authority (Minor)
Voice of Authority

TECH LEVEL: 5
STORY POINTS: 4

JOE KAPP

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 3, Convince 3, Fighting 1, Knowledge 2, Marksman 2, Science 3 (AoE: Astronomy), Subterfuge 1, Survival 3, Technology 4, Transport 3

TRAITS
Attractive
Inspiring Love - Clare
Passionate Love - Clare
Technically Adept

TECH LEVEL: 5
STORY POINTS: 6

CLARE KAPP

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 3, Craft (Cooking) 3, Knowledge 3 (AoE: Archaeology), Marksman 1, Science 2, Survival 3, Technology 2, Transport 3

TRAITS
Attractive
Empathic
Inspiring Love - Joe

TECH LEVEL: 5
STORY POINTS: 4

played as such.

The horror element may be less to the fore than in the original trilogy, but it's still there. The concept of alien beacons luring people to them and the unseen, unknowable intelligence harvesting them is horrific enough. The sight of Isobel, the Planet Person who barely survived the incident at Ringstone Round, her skin partly transformed into a crystalline mineral substance, is more direct, a return to the body horror of *The Quatermass Experiment*. And the scene in which she levitates and explodes into tiny fragments is shocking. Elements such as this can bring things back from the epic, global scale of the menace to a more human level.

Quatermass himself is now an old man, disconnected from the world around him. Indeed, his retirement in Scotland means that he's unaware just how far law and order has broken down in the cities. He is physically and psychologically not as capable as he once was.

Nigel Kneale's intent for the Planet People had been that they should be more akin to punks

than hippies. The hippy stylings give them a kind of folk horror feel, but a GM could replace them with punks to make them edgier and even more of a physical danger.

The subplot of society's slide into lawlessness and anarchy will be keenly felt by those players whose characters venture into London or other urban centres. In the cities, warring gangs make daily life perilous. In the countryside, there are still dangers but they aren't ever-present, and in the TV story they're largely represented by the Planet People. The GM could expand on this to include local would-be warlords or groups of bandits.

THE LURE OF THE BEACONS

The beacons were installed by an unknown alien force thousands of years ago, but for most of their existence they have been in a dormant state. Even then, their locations became a focus for human civilisations. From constructing megalithic rings to mark the sites to building more modern arenas for mass gatherings, such as Wembley Stadium in London, mankind has subconsciously felt the lure of the beacons throughout history.

But once the beacons start to become active again, as the machine intelligence left behind to monitor Earth and control them awakens, they begin to exert a more overt pull on human minds.

Across the world, anyone failing a Resolve + Convince roll feels the urge to gather in numbers at one of the sites. Initially, this is easy to resist, starting with a Difficulty of 3, but increasing over time (maybe by 1 point a month) until everyone on the planet has been harvested.

Younger people feel the lure of the beacons stronger than the elderly. For every full five years of age beyond twenty, a character gains a +1 bonus to resist.

FURTHER ADVENTURES

- What happens to the surviving Planet People after this adventure? Is there another charismatic leader they can follow? And what is their new aim?
- The alien beacons are still present underground and may be not be totally inactive. Different countries or industrial concerns would love to discover how they work to influence the human mind.
- Bringing civilisation back from the brink of collapse is not something that can be achieved overnight. What alien threat might look to take advantage of mankind in its hour of weakness?

MAIN GUEST CAST/NPCs

- **Joe Kapp:** Astronomer with his own observatory in the country. Contemptuous of the Planet People and their superstitions. Devoted to his family. Husband of Clare.
- **Clare Kapp:** Archaeologist with a special interest in the Beaker People, whose pottery she has found near the observatory where she lives with her family. Devoted mother and good cook.
- **Kickalong:** Leader of the Planet People. Obsessed with getting to "the planet". Hates science and knowledge and anyone who represents them. Often violent.

- **Annie Morgan:** An old friend (old flame?) of Quatermass. Now a District Commissioner, though her authority is limited with the break-down of society. A steadfast and resourceful friend.

KICKALONG

AWARENESS	**3**	**PRESENCE**	**5**
COORDINATION	**4**	**RESOLVE**	**4**
INGENUITY	**2**	**STRENGTH**	**4**

SKILLS
Athletics 3, Convince 4, Craft (Guitar) 3, Fighting 3, Marksman 3, Survival 4

TRAITS
Attractive
Distinctive
Eccentric (Major) – Insane demagogue
Impulsive
Obsession (Major) – Destroy technology
Obsession (Major) – To be transported to "the planet"
Technically Inept
Voice of Authority

TECH LEVEL: 5
STORY POINTS: 6

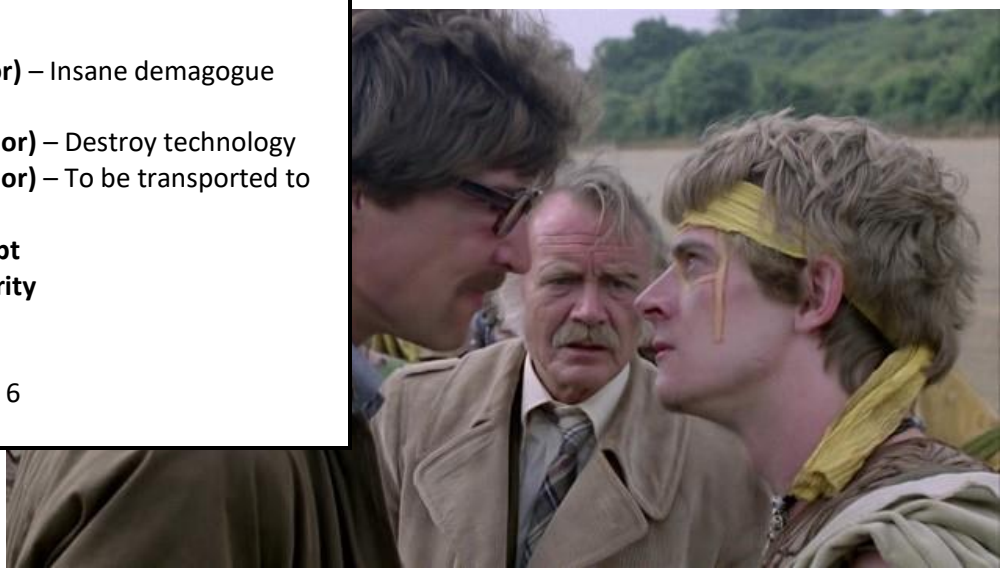
PLANET PEOPLE

AWARENESS	**1**	**PRESENCE**	**2**
COORDINATION	**3**	**RESOLVE**	**2**
INGENUITY	**2**	**STRENGTH**	**3**

SKILLS
None

TRAITS
Distinctive
Eccentric (Major) – Dreamy hippy-types
Obsession (Major) – Destroy technology
Obsession (Major) – To be transported to "the planet"
Technically Inept

TECH LEVEL: 5
STORY POINTS: 1-3



APPENDIX A: THE HAMMER FILMS

Quick to exploit the success of the first Quatermass serial, the BBC sold the rights for a feature film version to Hammer Films. This was done without Nigel Kneale's knowledge let alone agreement, but the resulting film, under the slightly amended title of *The Quatermass Xperiment* (known as *The Creeping Unknown* in the States), was also a great success.

Nevertheless, Kneale refused Hammer permission to use his creation in a follow-up film, which had to be rewritten with a different central character and released as *X the Unknown* (see Appendix D for further details). For Hammer's subsequent adaptations of the other two BBC serials, Kneale made sure he was involved.

THE QUATERMASS XPERIMENT

The Quatermass Xperiment was released in August 1955. The story is condensed from three hours to an hour and twenty minutes, making it a far pacier affair. Paterson and his subplot of resentment are gone, as is journalist Fullalove, and Caroon's kidnapper has now been hired by his wife to get him out of hospital. But the key difference in the plot is the ending: instead of appealing to whatever humanity the creature in Westminster Abbey still has, Quatermass simply electrocutes it.

The other most notable difference from the TV version doesn't lie in changes to the plot but in the characterisation of Professor Quatermass himself. Rather than casting a British actor, the role was given to an American, Brian Donlevy, in the hope of appealing to the US market. Donlevy had a history of playing tough guys, and by 1955 he was an alcoholic. Unsurprisingly, his performance was far from subtle, and Quatermass was transformed from a thoughtful, often taciturn scientist to a hard-headed one frequently angry at those around him and taken to barking out his lines.

PROFESSOR BERNARD QUATERMASS

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**5**	**STRENGTH**	**3**

SKILLS
Convince 3, Knowledge 2, Medicine 1, Science 5 (AoE: Physics), Subterfuge 1, Survival 1, Technology 5 (AoE: Rocket Engineering), Transport 3

TRAITS
Argumentative
Brave
Experienced
Obsession (Major) – His work
Stubborn
Technically Adept
Voice of Authority

TECH LEVEL: 4
STORY POINTS: 9

Nigel Kneale wasn't impressed with the film, nor with Donlevy's performance. But *The Quatermass Xperiment* was a box-office success on both sides of the Atlantic and was key to Hammer deciding to specialise in horror films.

QUATERMASS 2

Given the success of *The Quatermass Xperiment*, a follow-up was certain, and this time with Nigel Kneale writing the first draft of the screenplay. *Quatermass 2* was adapted from the second BBC serial, again with a minor adjustment to the title (Roman numerals becoming Arabic), and was released in 1957.

Brian Donlevy returned to the role of Professor Quatermass and this time gave a slightly more subdued characterisation, though still a terse, unsympathetic one.

As with the first film, the plot is largely the same as the TV serial, though many of the characters (other than Quatermass himself) are renamed or replaced. Gone are Leo Pugh and Paula Quatermass. Quatermass's colleague Marsh returns from the first film (and also fills the role of Captain Dillon from the TV serial), and a new assistant. Brand, appears. Journalist Hugh Conrad becomes Jimmy Hall (played in a more comedic manner by Sid James). Inspector Lomax from *The Quatermass Xperiment* also returns.

Plot-wise, the biggest change is that the destruction of the asteroid is achieved by means of an unmanned atomic rocket, rather than one piloted by Quatermass and Leo Pugh. This removes what is probably the weakest part of the TV version, both in terms of plausibility and special effects.

Quatermass 2 was again a box-office hit. But it would be another ten years before Hammer

MARSH

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 3, Convince 2, Knowledge 2, Marksman 1, Science 3 (AoE: Physics), Technology 3, Transport 2

TRAITS
Attractive
Technically Adept
Gains **Distinctive, Enslaved** and **Networked** after being taken over by the aliens

TECH LEVEL: 4 **STORY POINTS:** 6

JIMMY HALL

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Convince 4, Craft (Journalism) 4, Knowledge 1, Subterfuge 2, Transport 3

TRAITS
Charming
Distinctive

TECH LEVEL: 4 **STORY POINTS:** 6

followed up with their third and final film in the Quatermass series.

QUATERMASS AND THE PIT

Difficulties in obtaining interest from American co-financers meant that the third Hammer film, *Quatermass and the Pit*, wasn't released until 1967, ten years after *Quatermass 2*, though this delay allowed it to be filmed in colour, a first for Quatermass. The first draft of the screenplay was again written by Nigel Kneale, and it remained very close to the TV version of the story.

The need to reduce the running time to a little over an hour and a half again enforced a certain amount of streamlining, and a minor subplot involving journalist James Fullalove (from *The Quatermass Experiment*) was cut.

The titular "pit" was moved from a building site to the London Underground, and the ending was changed so that Dr Roney more cinematically uses the arm of a crane to dissipate the Martian psychic form, rather than prosaically throwing an iron chain into it. All the major characters remain intact: Dr Roney, Barbara Judd, Colonel Breen, Captain Potter and Sladden are all present and pretty much fulfil their roles from the TV serial.

With a new director (Val Guest, who directed the previous two films, being busy with *Casino Royale*), Nigel Kneale finally got his wish for the Hammer version of Professor Quatermass to be recast. Scottish actor Andrew Keir took up the mantle and portrayed the character more in line with the TV version. Accordingly, the stats set out on page 6 apply.

APPENDIX B: THE QUATERMASS MEMOIRS

"I hated the word 'Experimental'. It sounded as if we didn't know what we were doing."

SYNOPOSIS

Scotland, the 1980s

Now elderly, Professor Quatermass has been living in seclusion in the north of Scotland for many years. He is unexpectedly visited by a journalist, Mandy, who persuades him to talk to her about his past exploits. This is intercut with extracts from the 1950s serials, news footage of the time and a commentary by Nigel Kneale about his writing. Towards the end of their discussions, Quatermass suggests that he might visit London, but Mandy warns him it's not safe as society there has broken down.

RUNNING THE ADVENTURE

The interview format could be used by a GM wishing to introduce Quatermass to the players, providing a framework to familiarise them with his pioneering work on rockets and space exploration in the 1950s, the threats and challenges he faced, and possibly even why he finally went into seclusion after being ousted from the British Rocket Group that he founded.

The story could also be used as a prologue for the 1979 ITV serial.

FURTHER ADVENTURES

- The journalist Mandy might become a useful contact in the press.
- Others may wish to seek Quatermass out in his retirement, eager to discover what he has learned from his contact with aliens and their technology.
- Quatermass seems to attract trouble. What other things has he encountered in Scotland? Something akin to the radioactive creature from *X the Unknown*, for example?

MAIN GUEST CAST/NPCs

- **Mandy:** Young journalist. Determined to get an interview with the reclusive Professor Bernard Quatermass and write his biography.

MANDY

AWARENESS	**4**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**3**	**STRENGTH**	**2**

SKILLS
Athletics 1, Convince 3, Craft (Journalism) 3, Knowledge 2, Technology 1, Transport 2

TRAITS
Empathic
Insatiable Curiosity
Stubborn

TECH LEVEL: 5
STORY POINTS: 4

APPENDIX C: THE QUATERMASS EXPERIMENT (2005)

THE QUATERMASS EXPERIMENT – LIVE BROADCAST

2005 was a year notable for several British science fiction revivals. Not only was the modern run of *Doctor Who* launched with Christopher Eccleston in the title role, but *The Hitchhiker's Guide to the Galaxy* returned to radio for the first time since 1980 and Professor Quatermass made his TV comeback after an absence of more than twenty-five years.

The latter was part of a season on BBC Four titled *TV on Trial*, which examined past television productions. In order to more closely replicate the feel of the original, this version of *The Quatermass Experiment* was broadcast live. There were one or two minor hitches on the night, most notably the sound of glass smashing loudly out of shot in one scene, but overall it went smoothly. It did, however, underrun its two hour slot by around twenty minutes, probably due to the nervousness of the cast at having to perform on TV live.

Structurally, the plot remains close to the original and had the input of Nigel Kneale. It was updated technically and scientifically, as the story is now set in an alternative version of 2005. The climax of the story is moved from Westminster Abbey to the Tate Modern, and the monster is represented by the three astronauts emerging from the shadows.

PROFESSOR BERNARD QUATERMASS

AWARENESS	**3**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**5**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 3, Knowledge 2, Medicine 1, Science 5 (AoE: Physics), Subterfuge 1, Survival 1, Technology 5 (AoE: Rocket Engineering), Transport 3

TRAITS
Brave
Experienced x2
Impulsive
Insatiable Curiosity
Stubborn
Technically Adept
Wealthy (Major)

TECH LEVEL: 5
STORY POINTS: 6

PROFESSOR QUATERMASS

Jason Flemyng was cast in the role of Professor Quatermass. Rather than being a rocketry pioneer, he is a businessman leading a private space exploration endeavour, a foreshadowing of the likes of Elon Musk and Jeff Bezos. Flemyng was younger than any of his predecessors in the role, but turned in an thoughtful, understated performance. Other notable cast members for the 2005 live broadcast included Indira Varma (soon afterwards seen in *Torchwood*) as Judith Carroon, David Tennant (who had just been announced as the Tenth Doctor) as Briscoe, Andrew Tiernan as Victor Caroon, Mark Gatiss as Paterson, and Adrian Dunbar as Lomax.

DR GORDON BRISCOE

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 2, Convince 2, Medicine 4, Science 3, Subterfuge 1, Technology 2, Transport 2

TRAITS
Attractive
Charming
Dark Secret (Minor) – Affair with Judith Carroon
Devotion – Judith Carroon
Empathic
Healer

TECH LEVEL: 5
STORY POINTS: 6

JUDITH CARROON

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**3**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**2**

SKILLS
Athletics 2, Convince 2, Craft 1, Science 2, Subterfuge 2, Technology 3, Transport 2

TRAITS
Attractive
Dark Secret (Minor) – Affair with Dr Briscoe
Devotion – Dr Briscoe
Empathic

TECH LEVEL: 5
STORY POINTS: 6

APPENDIX D: X THE UNKNOWN

"That's all it is. Just mud. How do you kill mud?"

SYNOPSIS

Scotland, 1956

During an army exercise in Scotland, a pair of soldiers being trained in the use of a Geiger counter are exposed to massive radiation when a Y-shaped crack opens up in the ground. Dr Adam Royston of the nearby Atomic Energy Establishment facility is called in to investigate. His examination of the site detects no radioactivity and, although the soldiers' injuries are consistent with radiation burns, they have no residual radiation.

That night, two boys playing in the woods see something which leaves one of them with first-degree radiation burns. Dr Royston learns that they had ventured near to an old tower. When he goes there, Royston finds it occupied by an old man, known locally as Old Tom. There are strange soot marks and a radioactive sample canister from a previous army exercise, the contents of which are inert. Old Tom confirms the boy didn't touch the canister.

Dr Royston later finds that his laboratory has been broken into and the same soot-like substance is everywhere. A sample of radioactive tritium is now inert. "Mac" McGill, an inspector from the UK Atomic Energy Commission's internal security police, arrives to investigate recent events and questions Royston.

At the hospital, the injured boy has died and his father confronts Royston, whom he blames for the death. Shortly afterwards, a lab technician is killed as his flesh is melted away by something monstrous. The hospital's storage vault is found to be melted open and covered with the strange soot. Royston and Mac believe that radium stored in the vault was the target, and that the creature can assume any shape and is able to pass under doors and through ventilation grilles as if it's not solid matter.

Back at the Y-shaped fissure, two soldiers on guard duty see a glow coming from it but are both killed, bullets proving to be ineffective against whatever it is.

At a meeting with Mac, Major Cartwright of the army detachment, the AEA's director John Elliott and Peter, Elliott's son (and Royston's assistant), Dr Royston speculates that the creature lives underground and is intelligent. He believes it to be from the Earth's distant past, when much of the planet's surface was still molten, and became trapped in the Earth's crust when it cooled. About every fifty years, a planetary alignment exerts a greater pull on the Earth and the creature is able to break out. It needs to feed on radiation, and although there was no food source for it on the surface in the more recent past, there is now, at both the Atomic Energy Establishment labs and the hospital. John Elliott isn't convinced by Royston's story.

Mac wants to see the creature, so Peter Elliott volunteers to be lowered into the fissure by the army. He finds human remains and sees the creature, but is pulled out before it can attack him. Major Cartwright has his men use flamethrowers and explosives in the crack and seal it over with concrete. Dr Royston is dubious that this will contain the creature, but Mac is called back to London as his superiors are sceptical of what he has reported.

Soon, the concrete over the fissure bursts open and the creature, an ever-growing, molten blob, crawls out. Shortly after, Mac receives a police report of people being melted and contacts Dr Royston again. Royston realises

DR ADAM ROYSTON

AWARENESS	**4**	**PRESENCE**	**4**
COORDINATION	**3**	**RESOLVE**	**4**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Convince 3, Knowledge 2, Medicine 1, Science 5 (AoE: Atomic Physics), Subterfuge 1, Survival 1, Technology 4, Transport 2

TRAITS
Brave
Experienced
Indomitable
Insatiable Curiosity
Technically Adept
Voice of Authority

TECH LEVEL: 5
STORY POINTS: 9

that the creature is heading directly to the Atomic Energy Establishment lab, the largest source of radiation in the area. When it arrives, it absorbs the lab's store of cobalt, growing to a gigantic size as it does, then returns to the fissure. Royston is concerned that its next target will be an even larger facility, which will take it through Inverness.

Dr Royston thinks his pet project at the lab, the elimination of radiation by bombarding the source with radio waves, might neutralise the creature. They use a jeep loaded with radioactive material to lure the creature between two radio scanners at the fissure site. When the driver becomes ill, Peter Elliott takes

"MAC" MCGILL

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**2**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**3**

SKILLS
Convince 2, Fighting 1, Knowledge 1, Science 2, Subterfuge 3, Technology 1, Transport 3

TRAITS
Authority (Minor)
Stubborn

TECH LEVEL: 5
STORY POINTS: 6

PETER ELLIOTT

AWARENESS	**3**	**PRESENCE**	**3**
COORDINATION	**4**	**RESOLVE**	**3**
INGENUITY	**4**	**STRENGTH**	**3**

SKILLS
Athletics 3, Convince 1, Science 3 (AoE: Atomic Physics), Technology 3, Transport 3

TRAITS
Brave
Impulsive
Insatiable Curiosity

TECH LEVEL: 5
STORY POINTS: 6

his place at the wheel. The plan works, and the creature explodes and disappears. As Dr Royston and the others approach the crack to take readings, a second, more powerful explosion occurs within the fissure, knocking everyone off their feet. As the film closes, Dr Royston peers down into the crack.

BACKGROUND

X the Unknown was originally written to be the second Quatermass film, as Hammer were keen to follow up on the success of *The Quatermass Xperiment*. But with Nigel Kneale refusing permission for the use of his creation, Hammer had to rewrite the script with a new protagonist, Dr Adam Royston, played by American actor Dean Jagger. The result isn't as sophisticated as any of the Quatermass stories, lacking plausible scientific explanations and being more akin to a monster B-movie (though predating *The Blob* by a couple of years). But GMs might still find it useful as a source of inspiration for adventures with similar themes to those of Quatermass.

LINKS WITH DOCTOR WHO

In very general terms, the sight of soldiers ineffectually trying to deal with an unstoppable monster is reminiscent of the UNIT era.

The Ambassadors of Death features entities which feed on radioactivity and can kill on touch.

There is also a more indirect link between *X the Unknown* and *Doctor Who*, in that the concept

JOHN ELLIOTT

AWARENESS	**2**	**PRESENCE**	**3**
COORDINATION	**2**	**RESOLVE**	**4**
INGENUITY	**3**	**STRENGTH**	**2**

SKILLS
Convince 3, Knowledge 1, Science 4, Technology 2

TRAITS
Argumentative
Authority (Minor)
By the Book

TECH LEVEL: 5
STORY POINTS: 6

"X" THE UNKNOWN

AWARENESS	**3**	**PRESENCE**	**1**
COORDINATION	**2**	**RESOLVE**	**1**
INGENUITY	**1**	**STRENGTH**	**10**

SKILLS
Fighting 3, Survival 5

TRAITS
Alien
Alien Appearance
Alien Senses – Homes in on radioactivity
Burrowing
Climbing (Major)
Environmental (Minor) – Radiation, heat and high pressure
Fear Factor 2
Immunity – Physical damage
Natural Weapon (Major) – Radioactive Blast: L(4/L/L) damage
Size: Huge (Major) - Becoming **Colossal** as it feeds on more radiation
Special – Amorphous: Able to pass through small cracks and openings
Special – Radioactive: Anything getting within 3 metres of it automatically takes 5 points of damage per Round of exposure (and is drained of any radiation)
Weakness (Major) - Sustained exposure to radio transmissions will kill it

TECH LEVEL: N/A
STORY POINTS: 8

of living mud coming from cracks in the ground forms the basis of Victor Pemberton's 1966 BBC radio play *The Slide*, which was revised a couple of years later to become the *Doctor Who* story *Fury from the Deep*.

RUNNING THE ADVENTURE

As already noted, *X the Unknown* is more of a basic monster movie than any of the actual Quatermass stories. It also involves the military in a much more active role. It would therefore be best suited as an adventure for UNIT or some other group more used to direct action, though there are of course elements of scientific detection as well.

Like the official Quatermass films, *X the Unknown* boasts its fair share of horror elements. The most graphically gruesome scene is when the lab technician is killed by the creature's radioactivity, his flesh being shown to melt away from his skull. The creature itself

remains unseen until late in the film. But this works to the film's benefit as it's a rather generic blob. The GM can also use this trick, as a monster whose appearance is left to the imagination is usually more terrifying than one which is seen or described (especially if, as in this case, it turns out to be rather disappointing). Alternatively, changing the creature to something more akin to Lovecraft's Colour Out of Space – an almost indescribable, incorporeal thing glowing with colours never seen before – would make its appearance more effective.

The replacement of Professor Quatermass with Adam Royston enabled the film's writer to provide his hero with a scientific specialisation suited to dealing with a radioactive monster. The GM will similarly need to ensure that their players' characters have the necessary skills.

One major weakness from a modern perspective is that *X the Unknown* features only two credited female characters, and they're both way down the cast list in minor roles. GMs will probably wish to adjust the gender balance. To be fair, none of the Quatermass stories are much better, with each of the three 1950s serials having only a single major female role, and those are partly to provide a romantic interest. The 1978 revival is only slightly better.

FURTHER ADVENTURES

- The film's ending is clearly set up with an eye on a sequel, with Dr Royston peering down into the fissure. Are there more of the radioactive mud-creatures down there waiting to emerge? What will happen when the planets align again in another fifty years?
- With the 1950s being the early years of the atomic age, Dr Royston could be called in to deal with all manner of threats created or released by atomic bomb tests and experiments with radioactivity.
- With his new-found experience of unusual threats, Dr Royston could be tasked with setting up a team to deal with the unknown, perhaps working alongside the military as a precursor to UNIT or with Professor Quatermass.

MAIN GUEST CAST/NPCs

- **Dr Adam Royston:** American scientist at the Atomic Energy Establishment facility. Open-minded and inquisitive. Habitually carries a walking stick (but doesn't need it).
- **"Mac" McGill:** Friendly but persistent inspector from the internal security police of the UK Atomic Energy Commission. Mainly interested in facts, not opinions.
- **Peter Elliott:** Son of John Elliott and assistant to Dr Royston. Brave but headstrong.
- **John Elliott:** Director of the Atomic Energy Establishment facility. Disapproves of Dr Royston's private project and of "wasting the time" of his son with it. Initially sceptical of Royston's fantastic theories.

APPENDIX E: ADVENTURE SEEDS

THE QUATERMASS ENIGMA

Professor Quatermass is contacted by a colleague at the Royal Observatory, currently located at Herstmonceux Castle. They have spotted an object on the Moon, a black circle too perfect to be natural and which hasn't been detected before now. When Quatermass arrives at the Observatory, a signal is being broadcast from the object. Is it trying to make contact with mankind, or is it communicating with something else already on Earth?

QUATERMASS AND THE MYSTERIES OF THE DEEP

In the Pacific, a deep sea exploration vessel discovers structures which could be the remains of ancient buildings at too great a depth to have ever been built by humans. Quatermass is seconded to the international team investigating the find and eagerly volunteers to go down in a bathyscaphe for first-hand observations. What will he discover?

QUATERMASS IN MOSCOW

In an unexpected development, the Soviet Union has invited teams from the National Advisory Committee for Aeronautics (the forerunner of NASA) and the British Rocket Group to meet with senior members of the Soviet space program in Moscow. This gesture of cooperation at the height of the Cold War is suspicious. Nevertheless, as head of the BRG, Quatermass is in attendance.

During a break in discussions, Quatermass is approached by one of the Russian scientists. She has information about a meteorite recovered by the Soviets somewhere in Asia, which seems to have something akin to electronic schematics embedded within it. The scientist is willing to provide copies of these if the British will agree to provide her with protection if she defects. Is the scientist genuine or is this a Soviet deception? Can the schematics be deciphered? What is the purpose of the machine they depict?

APPENDIX F: FILMOGRAPHY & BIBLIOGRAPHY

FILMOGRAPHY

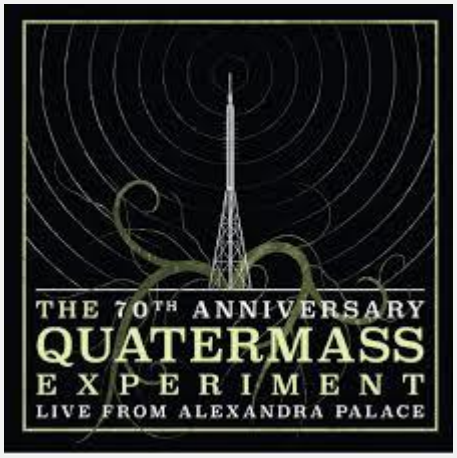
TELEVISION
The Quatermass Experiment (BBC, 1953)*
Quatermass II (BBC, 1955)
Quatermass and the Pit (BBC, 1958/59)
Quatermass (Euston Films for Thames Television, 1979) – overseas titles: *Quatermass IV* or *The Quatermass Conclusion*
The Quatermass Experiment (BBC Four, 2005)

*Only episodes 1 and 2 exist, the others not having been recorded by the BBC on live broadcast.

FILM
The Quatermass Xperiment (Hammer Films, 1955) – US title: *The Creeping Unknown*
X the Unknown (Hammer Films, 1956)
Quatermass 2 (Hammer Films, 1957) – US/Canada title: *Enemy From Space*
Quatermass and the Pit (Hammer Films, 1967) – US title: *Five Million Years to Earth*

RADIO
The Quatermass Memoirs (BBC Radio 3, 1996)

STAGE
The Quatermass Experiment (live reading of the original script, Alexandra Palace, 2023)



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Quatermass II (Penguin, 1960; republished by Arrow, 1979)
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The Quatermass Experiment (pdf of scripts of episodes 3-6 included as an extra in *The Quatermass Collection* DVD box-set, 2 Entertain Video, 2005)

NOVELISATIONS
Quatermass (Arrow, 1979)

COMIC-STRIPS
The Quatermass Xperiment (in *The House of Hammer* #8-9, Top Sellers, 1977; reprinted in *House of Hammer: The Collection*, self-published by Dez Skinn, 2020)
Quatermass 2 (in *Hammer's Halls of Horror* #23, Top Sellers, 1978; reprinted in *House of Hammer: The Collection*, self-published by Dez Skinn, 2020)
The Quatermass Continuum (unpublished; four test pages can be found here)